Prehistoric Microlite20

by PsychoSama

Think “Land of the Lost”.

Stats:
There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND).

Share a total of three points between them. You can reduce one stat to -1 to get an extra point. These are your stat bonuses.

Race:
All characters in this came are of the same race, but because of the level of sexual dimorphism males and females have slightly different statistics.

Males get +1 to STR
Females get +1 to DEX

Both Genders have retractable claws capable of 1d4 damage, and get DR1 due to their tough hides.

Classes:
The classes are Warrior, Expert, and Caster. All characters receive three skill points to assign as they wish. Characters begin at Level 1.

Warriors add +1 to all attack and damage rolls. This increases by +1 at third level and every three levels thereafter.

Experts receive a free skill point and an additional skill point every other proceeding level.

Casters are capable of using either Shamanistic or Elemental magic and spell gains one level of Spell Mastery at first level and every four levels following.

Skills:
There are only 4 skills: Physical, Subterfuge, Knowledge, and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whichever stat is most applicable to the use.

Please note that all rolls in the game can be further affected by situational modifiers and magical effects.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Hiding from a predator is Subterfuge + MIND bonus. Setting a trap is Subterfuge + DEX bonus.

Note that there are no “saving throws” in this game; use Physical + STR or DEX for Fortitude and Reflex saves.

Saving against magic (Will save) is usually MIND + your level.

To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a d20 roll). You can't take 10 if distracted or threatened, such as during combat.

To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can't be used if failure carries negative consequences.

Spirit Points

The lives of the player characters are directly affected by the spirit world. Spirit Points represent the investment in time and energy that the spirits have placed in them, as well as their connection to the memory and skills of their past incarnations. Spirit points represent this by adding an additional die to their die rolls. When a player makes a roll for an attack, a skill check, or a stat check and is not satisfied by the result they can spend the point and roll a d6, add it to the total before the GM says if they succeeded on their 1st roll. They may spend only one point per round.

A character starts with 3d6 Spirit Points. As they spend them, they don't replenish on their own. Each level attained grants d6 points. Additional points may be gained by showing ones respect to the spirits through, rite, ritual, and religious observance. When they reach 8th level, when spending a point they get to roll 2d6 and take the better of the two rolls; at 15th level, they get 3d6, take the best of the three die.

Combat

A character has both wounds and vitality. Wounds represent their actual physical ability to absorb damage. Vitality represents both fortune in battle and the ability to press on unaffected despite minor injury or a close call. Wounds = STR X 2 + 10. Vitality Points = 2 + 4/Level. If Vitality reaches 0, the Character is injured. Further damage directly reduces Wounds.

The first time a character takes wound damage—even a single point—he becomes fatigued. A fatigued character can't run or charge and takes a -2 penalty to both Strength and Dexterity until he has rested or the damage has been healed. Additional wound damage doesn't make the character exhausted.

In addition, any time an attack deals wound damage to a character, he roll must roll Physical + STR v. 5 + number of wound points lost from the attack or be stunned for 1d4 rounds. During that time, any other character can take help the stunned character recover; doing so ends the stunned condition. If Wounds go below 0, the character is knocked unconscious and is dying. If a character reaches a number of wounds equal to the negative of their WP, they are dead.

Roll d20 + DEX for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR + Level.

Missile attack bonus = DEX + Level.

Magic attack bonus = MIND + Level.

Add attack bonus to d20 roll. If higher than your opponent's Defense, it's a hit. Then, subtract the target's Damage Resistance (DR) from the base damage to determine final damage. A natural 20 is a critical hit that strikes automatically, dealing damage directly to wounds.

Add STR to Melee damage, x2 for 2-handed weapons.

Defense = 10 + DEX + Defense Bonus + Enchantment Bonus.

Damage Resistance = Natural Armor + Worn Armor + Enchantment Bonus.

If a character successfully Sneaks (usually sub+DEX, but depends on situation) against a foe they can Sneak Attack, adding their Subterfuge skill rank to the damage of their attack. This ability may not be used with Magical Attacks.

A character may choose to make a Called Shot, adding their enemies DR to its Defense. If they hit, their blow does direct damage, ignoring DR. This ability may not be used with Magical Attacks.

A character may make a Called Shot Sneak Attack if they desire.

A character may choose to grapple with an enemy instead of attacking them. To grapple a character must roll a successful melee attack. If they succeed then test Physical + STR. If they succeed they've latched onto the enemy. To shake a grappling enemy a character may roll a contested Physical + STR roll.

A character in a grapple may not add their DEX bonus to their Defense nor may they move without first breaking the grapple.

To damage an enemy when grappled, roll a contested Grapple test. The Attacker takes a -4 unless noted and may only use light or natural weapons. If the attacker fails the roll, they do not do damage. If they succeed they do normal damage.

Magic

A Caster does not use a spell list, but manipulates raw magic to create any required effect. Because of the flexibility of the system however, it is recommended that the player note a few pre-prepared examples in advance to keep the game moving quickly.

To cast any spell the caster rolls his Magic Attack.

The Difficulty Class (DC) for casting all spells is Number of Spell Attributes - Ranks of Spell Mastery x 3 + Type of Spell

Code:

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Spell Type                    DC
Direct Damaging                     Target's Defense
Stat affecting, Unwilling Target    10 + Affected Stat
Mind affecting, Unwilling Target    10 + Target's MIND
Self/ Willing Target                0
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Inanimate Object              10*
*Special materials and locations may be more or less susceptible to magical
manipulation.
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Each spell cast (failed or otherwise) increases the DC by +2. An extended period of uninterrupted rest will reset the DC.

If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling.

For every 5 points (or part thereof) above the DC the caster may add 1 Attribute Level to damage, range, area of effect or duration. If they are unstated, then the defaults are used.

The Difficulty Class (DC) for resisting all spells is 10 + Caster Level + Caster's MIND + situation modifiers.

Please note that costs may be modified based on description of the spell and its effects. The below is only a general guideline. All spells and effects are subject to GM approval.

Code:

```
Spell Attribute         Default           Effect
Damage                  0           Add 1d6
Heal/VP                 0           Add 1d6
Heal/WP                 0           Add 1
Stat/Skill Mod          0           Add 1 Stat\Skill Bonus\Penalty
Range             Touch       10 meters increase
Area of Effect          Target            4 meter radius increase
Duration/Combat         Instant           1 Round
Duration/Stat Mod 20 minutes  Add 20 minutes
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There are two forms of Magic: Elemental and Shamanism. Elemental magic manipulates the elements to cause physical effects. Shamanistic magic manipulates the spirit world to cause metaphysical effects. A character may not use both forms of magic.

Level Advancement

Encounter Level = Hit Dice of defeated monsters (plus one step due to VP/Wounds) or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+4 to Vitality Points
+1 to all attack rolls
+1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add +1 to their defense bonus. If the level divides by five (i.e.

level 5,10,15,etc.) add 1 point to STR, DEX or MIND. Apply class based

Bestiary

Tyrant (Tyrannosaurs Rex with Spinosaurus features)
STR: +10 DEX: +1 MIND: -5
Huge Level 12 (60/60), DEF 14, DR 5, Bite (3d6+20) or Claw (1d8+5)
+5 to rolls to Resist/Dodge Fire Damage

Dragon
STR: +6 DEX: 0 MIND: -5
Huge Level 10 (50/44), DEF 11, DR 4, Bite (2d6+12) or Fire Breath (6d10) DC24 phys+DEX to dodge for half
Flier

Sabrefang (Gorgonopsid Inostrancevia)
Large STR: +5 DEX: +2 MIND: -5
Level 6 (30/20), DEF 13, DR 4, Bite (2d6+10)

Terror Bird
STR: +4 DEX: +4 MIND: -5
Large Level 6 (30/18), DEF 15, DR 3, Bite (2d6+8)

Razorclaw (Deinonychus)
STR +3 DEX: +5 MIND: -5
Medium Level 3 (15/16), DEF 17, DR3, Rake (2d6+6) Claws (1d6+3) or Bite (1d6+2)
Razorclaws may only use their Rake ability while in a Grapple and suffer no penalty to attack

Swarmie (Compsognathus)
STR: 0 DEX: +4 MIND: -5
Tiny Level 1/4 (1/4), DEF 16, DR 0, Bite (1d3)

Prowler (Small Theriodont)
STR: +1 DEX: +1 MIND: -5
Small Level 1/2 (3/12), DEF 12, DR1, Bite (1d4+2)

Creeper (Small Cynodont Scavenger)
STR: -3 DEX: +2 MIND: -5
Tiny Level 1/8 (1/2), DEF 14, DR 0, Bite (1d3-3)

Vipertooth (Euchambersia)
STR: +2 DEX: +1 MIND: -5
Small Level 2 (10/12), DEF 12, DR 1, Bite (1d4+2 plus Poison)

Ogre
STR: +3 DEX -1 MIND -2
Large Level 3, DEF 9, DR 3, Claws (1d8+3) or Great Club (1d6+6)

Wrecker (Ankylosaurus)
STR: +10 DEX: -2 MIND: -5
Huge Level 9 (40/60), DEF 9, DR 16, Tail Slap (2d6+20)

Digger (Diictodon)
STR: -2 DEX: 0 MIND: -5
Tiny Level 1/4 (1/3), DEF12, DR0, Bite (1d4-2)

Bull Digger (Lystrosaurus)
STR: +2 DEX: 0 MIND: -5
Level 1 (5/14), DEF10, DR3, Bite (1d6+4)

Tusker (Placerias)
STR: +5 DEX: 0 MIND: -5
Level 4 (20/14), DEF 10, DR 5, Bite (1d8+10)

Boomer (Parasaurolophus)
STR: +3 DEX: 0 MIND: -5
Level 4 (20/32), DEF 9, DR 3, Slam (1d6+3) or Sonic Attack (stunned for d6 rounds, Mind + Level to resist DC 16)

Behemoth (Argentinosaurus)
STR: +16 DEX: -2 MIND -5
Gargantuan Level 16 (80/168), DEF 9, DR 4, Tail Slam (1d8+32), Kick (1d8+16)

Gargant (Sauroposeidon)
STR: +14 DEX: -2 MIND -5
Gargantuan Level 14 (70/152), DEF 8, DR 4, Tail Slam (1d8+28), Kick (1d8+14)

Shieldhorn (Triceratops)
STR: +6 DEX: 0 MIND: -5
Huge Level 8 (40/44), DEF 10, DR 4/11 (Front), Gore (3d6+12)

Spiketail (Stegosaurus)
STR: +5 DEX: 0 MIND: -5
Huge Level 8 (40/40), DEF 10, DR 8, Tail Spikes (2d6+10)

Devil Fish (Hyneria)
STR: +3 DEX: +2 MIND: -5
Large Level 5 (25/16), DEF 12, DR 3, Bite (1d8+6)

Bonehead (Pachycephalosaurus)
STR: +4 DEX: 0 MIND: -5
Large Level 4 (20/18), DEF 10, DR 3, Head Butt (1d6) or Charge (2d6+8)

Runner (Gallimimus)

STR: +2 DEX: +2 MIND: -5
Large Level 2 (10/16), DEF 11, DR 2, Bite (1d3+1) or Kick (1d6+1)

Greatwing (Quetzalcoatlus)
STR: +2 DEX: +2 MIND: -5
Large Level 4 (20/14), DEF 12, DR 0, Bite (2d6+4) or Claws (1d6+1)
Flier

Redfang Spider (Giant Mesothelae)
STR: -2 DEX: +3 MIND: N/A
Tiny Level 1/2 (2/4), DEF 15, DR 1, Bite (1d4-3 plus Poison)

Buzzer (Meganeura)
STR: 0 DEX: +2 MIND: N/A
Tiny Level 1/4 (1/3), DEF 14, DR +2, Bite (1d3)
Flier

Groundcomber (Arthropleura)
STR: +2 DEX: +1 MIND: N/A
Medium Level 4 (20/14), DEF 11, DR 7, Bite (1d8+2) or Irritant Spit (3d6*)
*Vitality damage only. Target may roll phys+DEX v. DC 16 for half. Target must Roll phys+STR v DC 15 or be blinded for 2d6 rounds.

Supercroc (Deinosuchus)
STR: +7 DEX: -1 MIND: -5
Huge Level 10 (50/50), DEF 12, DR 7, Bite (2d6+14)

Bigmouth Salamander (Rhinesuchus/Koolasuchus mix)
STR: +4 DEX: +1 MIND: -5
Large Level 4 (20/18), DEF 11, DR 1, Bite (1d8+4)